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Assembly language 48K

Program designed and written by Eric Knopp

Requires an Apple II or II+ with disk drive and either 13 or 16 sector controller.

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LAZER SILK

As "SPYDER", your territory is under attack and you must defend your web from annoying bugs and deadly insects. To protect your web from being torn apart and leaving you stranded, you must bundle (capture) the bugs as soon as they fly into your web and land. To do this, you must get close enough to touch them. But beware . . . some of your enemies will not allow themselves to be bundled and they will resort to using their own menacing tactics to destroy you. You must use your own deadly weapon, LAZER SILK, to shoot them as they bombard you. As you collect your bundles, always be on the lookout for scavengers. These ants and beetles will steal the bundles you fought so hard for. Quick action is needed — bundle these tiny creatures before they rob you of your cargo and leave holes in your web! Watch out for another attacking menace, the quick and unexpected Electrode, who will dart at you out of nowhere and throw you off guard, but, worst of all is the deadly Attack Spider!

OBJECTS:



SPYDER = Spider



MARCHER = Ant



XENAR = Mystery Bug



SKEETER = Mosquito



SPY FLY = Med Fly



BUZZER = Bee



BULL WEEVEL = Beetle



ELECTRODE = Glow Bug



WIDOW MAKER = Attack Spider



MOTHRA = Moth

CONTROLS:

ESC = pause, press again to continue

Control C = to redefine keyboard controls

Control R = to restart game

Control S = to toggle sound back and forth between the Apple speaker and the cassette output port

MOVEMENT:

←, → = left, right

A = up

Z = down

(If a joystick is used, then either button #0 or #1 is used for firing.)

POINTS:

The value of each successful attack from the highest to lowest is:

bundling

shooting

preventing holes in your web

After the first completed round, you will receive a starting bonus depending on the level number you had chosen. In addition, after every completed round you will receive bonus points for bundles in your web and you will lose bonus points for holes in your web.

NOTE: This program contains a routine to check for an exact load of the game. If it fails to load exactly, it will attempt to reload itself. If it cannot reload itself after several attempts then either the disk drive needs adjustment, there is a faulty RAM in the Apple, or in spite of our efforts to test every diskette before shipment, you may have a defective diskette. Try the diskette on another disk drive or another Apple to eliminate the possibility of a faulty diskette. In the event the disk is defective for any reason return the diskette together with proof of purchase and \$7.50 for replacement anywhere in the continental United States. Otherwise, include sufficient postage to cover additional shipping costs. Apple II is a registered trademark of Apple Computer Inc.